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HOW TO PLAY

TINY TOON Adventures

KONAMI®

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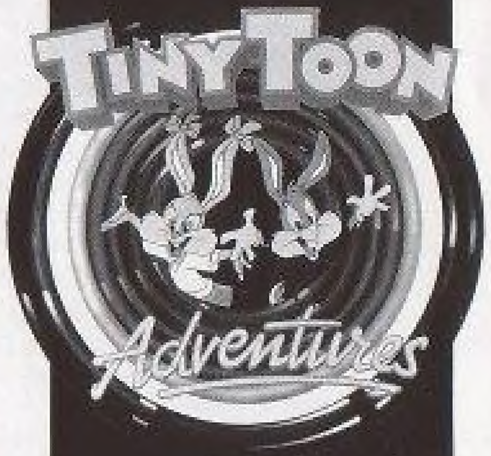
WELCOME TO THE WORLD OF KONAMI!

Congratulations! You are now the proud owner of Tiny Toon Adventures™ for the Nintendo Entertainment System®, another in Konami's collection of spectacular hit games. We suggest that you read the following instructions thoroughly before taking the plunge into Tiny Toon Adventureland.

TABLE OF CONTENTS

INTRODUCTION 4
HOW TO PLAY 5
THE CONTROLS 8
THE MOVES 8
THE SCREEN 10
THE ITEMS 11
'DA GOOD GUYS 12
'DA BAD GUYS 14
THE STAGES 17
TAKING CARE OF YOUR GAME 23



THERE'S TROUBLE BREWING IN ACME ACRES

The residents of Acme Acres sat on the steps of Acme Looniversity singing the blues. They've been carrying on this way ever since that menace to merriment, Montana Max, kidnapped Babs Bunny. What they wouldn't do to hear just one of her knock-knock jokes again.

You see, it all started during the Animation Festival at Acme Loo. The festival has always been a grand celebration in Acme Acres, highlighted by the screenings of student films. Every year Montana Max tries to bribe the judges to vote for his film because he is accustomed to having his way. He's a rich dude with an attitude. Monty has always been jealous of Buster Bunny and it only made matters worse when Buster won "Best Student Film."

That's when mean-hearted Monty reached maximum boil. He was going to get even if it was the last thing he did. While Babs was on her way to Buster's house to congratulate him on his win, Monty and his thugs lured her away to his mansion with the promise of making her a star. To parade his prize catch, Monty bought a TV station and broadcast a live "na-na-you-can't-catch-me" speech for all of the stunned citizens of Acme Acres to see.

Well Buster was one bummed out bunny. He was even about ready to give up jumping. But here comes his pals Plucky Duck, Dizzy Devil and Furrball to pledge their help in rescuing everyone's favorite female bunny. With a little help from you, Buster and his buddies can now set out on their adventure-packed mission to the outer fringes of Acme Acres to rescue Babs. Can they possibly survive the slew of snares that Monty has laid out for them? You better get jumping or it'll be "curtains" for our playful pals!

GETTING IN TOON

The object of this adventure is to rescue Babs from Monty's Mansion before time runs out. You assume the role of the hero, Buster Bunny. Press the START BUTTON to get things hopping. First you will visit Shirley The Loon the fortune-telling Toon who will have some valuable advice to offer. In her chambers, you will also select one of your three faithful friends to take along on the next leg of your journey. Since you've got to move fast, you can only take one at a time. Press the CONTROL PAD Left or Right to select Plucky Duck, Dizzy Devil or Furrball. Then press the A BUTTON to lock in your selection and move to the Map Screen. You can re-select a partner at the start of each new stage. You'll notice that if you leave any of your players standing still for too long, each will display his impatience in his own style. Remember, each of your pals also has unique talents which may come in especially handy at different times. To switch to the character you've brought along, you must pop a balloon and grab the prize Toon-A-Round inside.

STAY TOONED

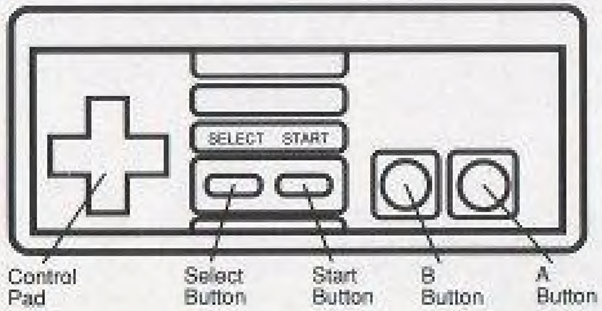
A Map Screen will appear next to pinpoint your location on the Toony trail. You've got 6 stages to tackle, each of which has several levels. Watch out for Elmyra who is hiding in rooms throughout the game and just waiting for a cuddly toon to love to pieces. She means well, and truly adores all creatures, but her hugs will send you all the way back to the beginning of the stage. So avoid her like the measles.

At the end of each stage, you will have to face one of Monty's brutish Guardians who will do everything in his power to see that you don't pass him by. You'll have to use some fancy footwork to take him out. Once you do, though, you'll be able to grab the Key and move on to the next stage. In the fifth level, Gogo Dodo holds the final Keys. (There are five in all.) His split personality acts up, dividing him into five different characters. You'll have to catch all five to get the Keys. When you've conquered a level you'll see a door. That means it's time to "exit stage left," or right as the case may be. Before you move to the next stage, a Progress Screen shows you which stage and level you're at, how many points you've earned and your Time Clock automatically moves back to zero.

Sound easy? Well it might be if it weren't for Monty's creepy crew who crowd every level and do their level best to trip you up. They'll make you hopping mad, so the best thing to do is hop right on their heads and stomp them. You also have other assorted moves for each character and special moves for underwater. Some of the special moves and the underwater moves use

up your Power Meter and once it's all gone, you can't "attack." Keep an eye on it because it will replenish itself in time. You'll lose your "life" if one of the thugs gets the best of you, if you fall off the course, if your time runs out, or if you get "injured" too much. When that happens, you will start again as the same character at the beginning of the level if you still have any of your three Players left. If you've used up all three of your Players then the game will be over. Even then, you may choose to continue the game where you left off. Just press the CONTROL PAD to select CONTINUE and you will go back to the same stage as Buster Bunny.

WHEN IT'S TIME TO BUST A MOVE, YOU GOTTA JAM THE TOONS



To Move Buster Bunny

To walk: press the CONTROL PAD Right or Left, press the B BUTTON at the same time to speed up.

To duck: press the CONTROL PAD Down.

To jump/"attack": press the A BUTTON or hold the A BUTTON Down for a super high jump.

To slide: press the CONTROL PAD Down while pressing the B BUTTON at the same time.

To swim: press the CONTROL PAD Right or Left and tap the A BUTTON continuously.

To jump out of water: press the CONTROL PAD Up and hit the A BUTTON.

To whirlpool "attack"(under water): press the B BUTTON while under water.

To move Plucky Duck

Basically the same as Buster Bunny, but Plucky can flap his wings to glide and swim.

To glide: (stay in the air longer while jumping) tap the A BUTTON continuously.

To swim: press the CONTROL PAD Right, Left, Up or Down and press the A BUTTON at the same time to speed up.

To move Dizzy Devil

Basically the same as Buster, but Dizzy can't slide. He does have a powerful "spin attack," though.

To "spin attack": hold the B BUTTON Down and press the CONTROL PAD Right or Left.

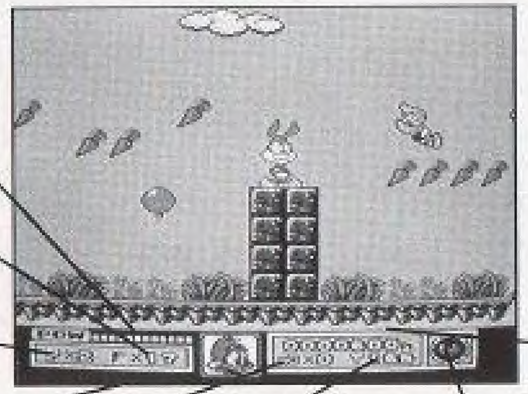
To move Furrball

Basically the same as Buster, but Furrball can climb walls and twist jump.

To climb: press the CONTROL PAD in the direction of the wall and press the A BUTTON at the same time.

To twist jump: (increase jump distance) press the CONTROL PAD in the direction opposite the wall and quickly press the A BUTTON.

ENTER THE PLAYGROUND



A FEW OF MY FAVORITE THINGS

Be sure to snag the many items that pepper your path, because each one can do something nice for you.

BALLOON

Pop the balloons to find the prize inside.

CARROT

Not only are they good for you, but if you collect a bunch, they can also give you an extra Player when you visit Hamton.

TOON-A-ROUND

Grab the Toon-A-Round to switch to your partner character and to change back to Buster.

HAPPY HEART

A Happy Heart can boost your "life." Pop the balloons to find it. In your possession, it will save your "life" once. If you already have one Happy Heart and you get another, you will get an extra Player.

TIMER

You don't need an ugly face to stop this clock. Just grab it out of the air and you'll stop time, but only for a little while.

★ ★ ★ CIRCUS OF THE STARS ★ ★ ★

BUSTER BUNNY

Our hero. The kind of guy everyone wants for a best friend. Never gets caught with carrot between his teeth. Star athlete, can jump higher and run faster than any other character. Flosses regularly.

BABS BUNNY

Dreams of being a comedian when she grows up. Here's one of her favorite jokes: "Q. How do you keep a turkey in suspense?" "A. I'll tell you tomorrow."

PLUCKY DUCK

His big beak often gets the gang into trouble, but he's also a pretty good tap dancer when it comes time to talking his way out of a pickle. An excellent swimmer. Can also flap his wings while jumping to stay in the air longer.

DIZZY DEVIL

Fun loving, but if you invite him to a party he'll trash the place and empty the fridge! He can even destroy rock solid walls with his "spin attack" and send enemies flying.

FURRBALL

A wandering kitty, always looking for a place to hang his collar at night. His practice at dodging stray dogs makes him good at scaling straight up walls.

HAMTON

A bit wimpy when it comes to confronting enemies, so he hides out in secret rooms along your route and will give you an extra Player if you bring him enough carrots.

GOGO DODO

A lovable mischief maker with a split personality. Likes to hide keys.

SHIRLEY THE LOON

Fancies herself as a psychic new-age guru. She writes the horoscopes in the Acme Inquirer and she's quite good at telling fortunes. Listen to her suggestions.

ELMYRA

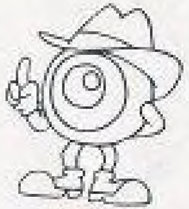
Just loves these little animals, but her affections are just too much to take. So if you see her, run for cover! If she catches you, you'll have to go back to the beginning of the stage. Look out!

MENAGERIE OF MEANIES

BATTY

MONTANA MAX

Boo! Hiss! Boo! The maladjusted millionaire behind the meanies.



BLINKY

RODERICK RAT

INKY

LARRY

PIGSKIN

LUBELLE

JEEVES

BUCKET

SCAT

GALLERY OF ILLEGAL GUARDIANS

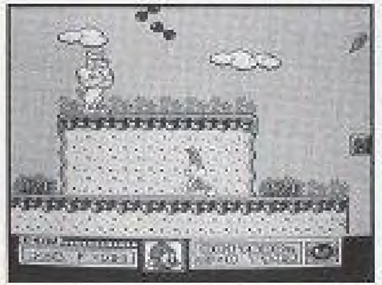
ARNOLD THE PIT BULL

CAPTAIN CLAW

FIDO

DR. GENE SPLICER

ALL THE WORLD IS A STAGE

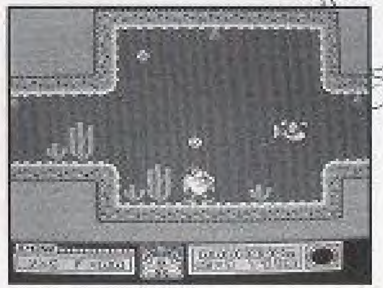


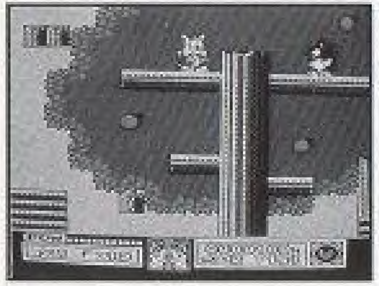
Field of Screamz

A stretch of plush prairie that borders downtown Acme Acres and is a favorite spot for picnickers, or was until Monty littered it with traps and thugs.

Motion Ocean

By the sea, by the sea, by the treacherous sea. Watch out for crabs, pirates and even the fish! Plucky Duck will help out swimmingly here.



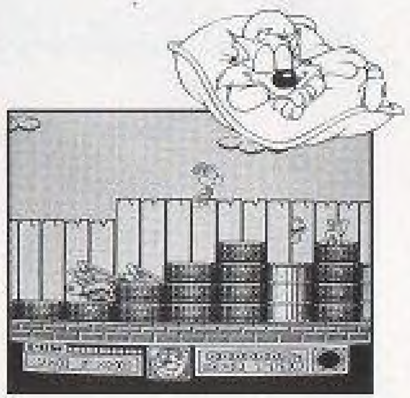


Sure Weird Forest

Jump branch to branch among the wacked out woodland creatures. Some say these trees are enchanted. I think that I shall never see, a thing as spooky as a tree. Here Dizzy Devil can blaze trails for you.

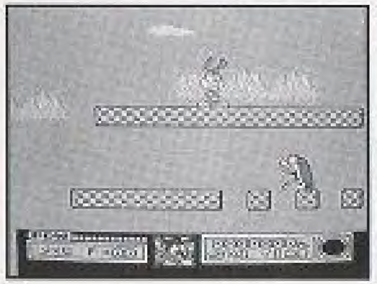
Boomtown

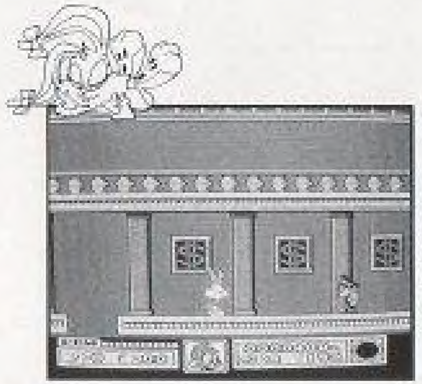
An urban jungle where you may get konked on the noggin by objects flying from open windows. Furball is best here for climbing the city walls.



Wackyland

A topsy-turvy wonderland where you're never sure of the ground beneath your feet and a strange breed of creatures pop out at you at every turn.





Monty's Mansion

This way-groovy pad is your ultimate destination. Monty likes to keep the nastiest of the nasty close to home, so watch out for the cleverest traps. Don't give up, because you're so close to Babs you can almost hear her giggle!

SCORES

SCORES

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

TREAT YOUR KONAMI GAME PAK CAREFULLY

- This KONAMI Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes in temperature. Never attempt to open or dismantle the cassette.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your NES Control Deck is SWITCHED OFF when inserting the cassette or removing it from the NES Control Deck.

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